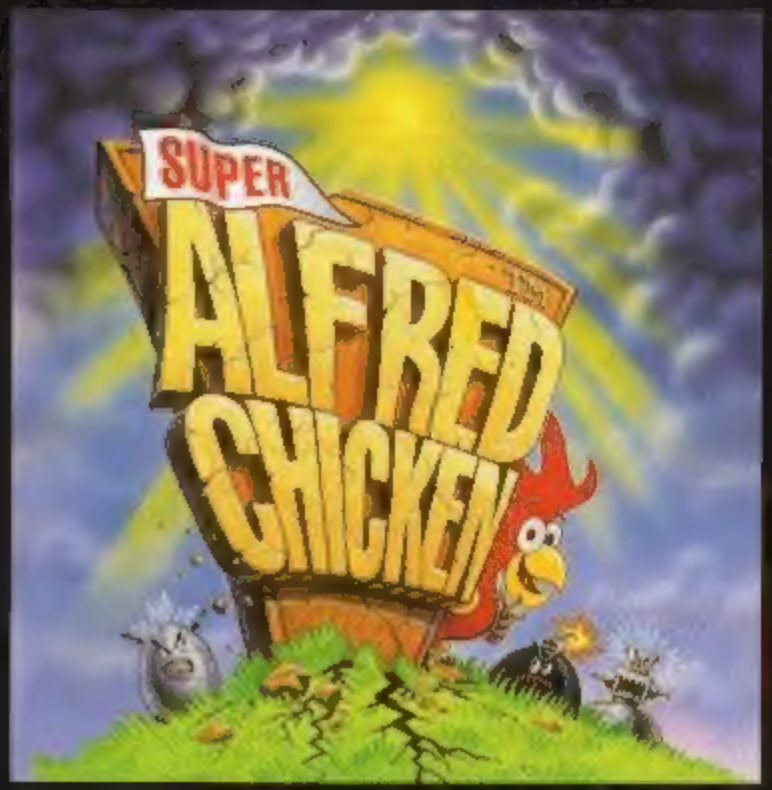
SNS-AA-USA



Instruction Booklet

MINDSCAPE

THE SOFTWARE TOOLWORKS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Alfred Chicken™

Copyright © 1993 Twilight. Copyright © 1993 Mindscape Inc. A Software Toolworks Company. All rights reserved. Alfred Chicken is a trademark of Twilight. Mindscape and its logo are registered trademarks of Mindscape Inc. The Software Toolworks and its logo are registered trademarks of The Software Toolworks, Inc.

Licensed to:
The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
(415) 883 3000

MINDSCAPE®
A DIVISION OF
THE SOFTWARE TOOLWORKS®

This Game is Licensed by Nintendo® for play on the

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

SUPER ALFRED CHICKEN™

Instruction Booklet

MINDSCAPE®
A DIVISION OF
THE SOFTWARE TOOLWORKS®

Licensed by Nintendo® for play on the Super Nintendo Entertainment System®

CONTENTS

STARTING UP 1
OPTIONS 2
THE BROADCAST 3
CONTROLS 4
TO COMPLETE THE MISSION 5
HELPFUL OBJECTS 7
BONUS GAME AND GAME SCREEN 8
THE ENEMY CHARACTERS 9
THE EVIL MEKA-CHICKENS 11
MR. PEKLES' HINTS AND TIPS 12
TECHNICAL SUPPORT 14

STARTING UP

1. Make sure your Super Nintendo Entertainment System (Super NES) is turned off.
2. Insert the **Alfred Chicken** Game Pak into your Super NES.
3. Turn on the Super NES.
4. At the title screen, press **Start** to go to the main menu.
5. Either choose **Start** to play the game, or **Options** to open the options screen.

OPTIONS

Press Up and Down on the control pad to select the available option. Press a button to choose that option.

Music - Turn the game music on or off.

Sound - Turn the game sound effects on or off.

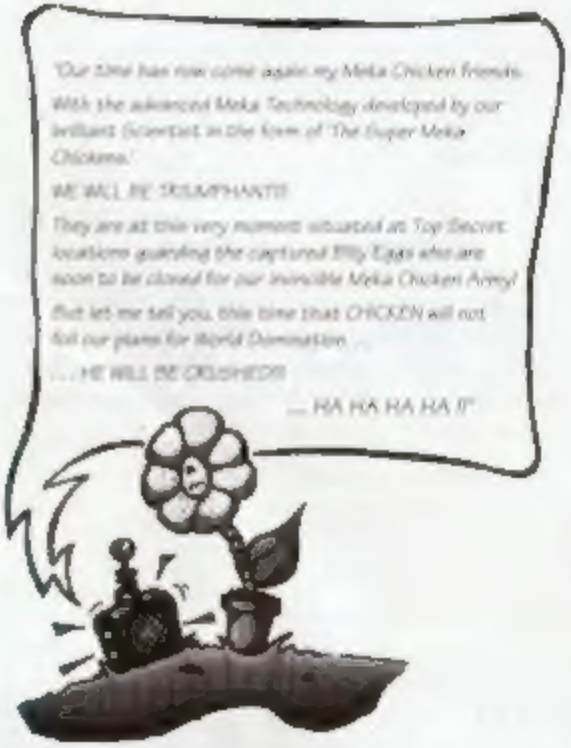
Retries - Set the number of lives available during the game.

Continues - Set the number of continues.

Exit - Return to the main menu.

THE BROADCAST

While testing his new 'Super Spy-radio' Mr. Fekles listens in on a Meka Chicken broadcast.



Mr. Fekles quickly summons Alfred and tells him all about the Meka Chicken plot.

Mr. Pekles advises you to read this instruction booklet to do your best to help Alfred.

Alfred would also like to take this opportunity to thank you for joining him in his mission against the evil MEKA-CHICKENS.

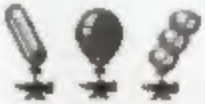
CONTROLS

▲	Up/Enter door
▼	Down/Peck
◀	Left
▶	Right
Button B/X	Jump
Button A/Y	Shoot
Start	Pause/Continue

TO COMPLETE THE MISSION

Balloons

Alfred must find and release the Mr. Pekles Balloon on each level. This takes him to Mr. Pekles' space lab where he is awarded points and extras according to the bonuses collected. There are also additional smaller balloons, which, once released, act as restart points should you lose a life on that level.



Diamonds

Diamonds are Floella's favourite. Alfred, wishing to please Floella collects them to earn extra points. There are lots of diamonds on each level. If you collect 100, then Mr. Pekles awards Alfred an extra life.

Doorways

While exploring levels, Alfred finds doors connecting the rooms on each level. Some lead to secret rooms, so try them all!

Buttons

Buttons, when pushed, turn certain blocks on or off, giving Alfred access to other parts of the level.

Mr. Pekles' Space Lab

This is where Mr. Pekles awards Alfred for his bravery.

On/Off Blocks

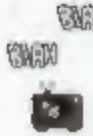
Alfred can affect some things in the game by pecking these blocks.

Springs

Alfred can use the springs to reach high or normally hard to reach places. When Alfred jumps on a spring it automatically bounces him into the air, unless he floats onto it gently by flapping his wings. If you press button **B** while Alfred is in the air he goes higher.

Ice

Alfred can peck through the ice, or dive bomb through it (which is much faster).



Mr. Personality

Alfred can peck the On/Off block to turn the TV set on and get Mr. Personality to speak. He can then ride on the BLAHs.

HELPFUL OBJECTS

Watering Can

On each level there is a secret Mr. Pekles' room. If Alfred discovers this room, Mr. Pekles gives him a Watering Can. If Alfred gets all of the Watering Cans something special happens when he finishes the game.

Can O' Worms

Collect this and Alfred gets a worm that spins around him destroying monsters and breaking through ice blocks.

Egg Cup

Collect this to get one extra life.

Present

Collect this to make Alfred invincible for a short while.

Pop Can

Alfred can use this as a platform. These can withstand the Terrasaurus for a short while.

Log

Use this to slow down the Terrasaurus.

Clock

Collect this to get 150 extra time units.

BONUS GAME & GAME SCREEN

Bonus Game

After completing a level or defeating a Meka-Chicken Alfred flies up to Mr. Pekles' space lab. He enters a bonus game where he can win extra lives.

Game Screen

Some very important information appears at the top of the game screen, which may help Alfred.

1. Score
2. Number of balloons left to collect
3. Bonus time remaining
4. Number of diamonds remaining
5. Number of Alfreds remaining

THE ENEMY CHARACTERS

Here are some of the enemy characters Alfred encounters, but watch out - there are many more waiting to hinder the mission!

Mino the Whale

This engine-propelled monster is only found underwater. If Alfred contacts it, he meets a watery demise.

Alice Ladybird

When Alfred dive bombs Alice she spins upside down for a short while. At this point if Alfred pecks her, she bounces across the screen, or, if he dive bombs her again, he bounces into the air.

Mag-Mine

The Mag-Mine can be activated and de-activated by pecking the On/Off block. When active it is attracted to Alfred. The only time Alfred can touch the Mag-Mine is in a dive bomb, which bounces him up into the air. Using this Alfred can get to places which are normally hard to reach.

Byron Snail

He looks harmless enough, but if Alfred touches him he proves deadly.

Jack-in-a-Bomb

Jack fires bombs out of his mouth. When shot he hides in his box. Alfred can then stand on the box ready to be sprung into the air when Jack reappears.

Wall of Doom

The wall of doom descends from the ceiling. If Alfred is trapped underneath he is crushed. The direction of the wall can be reversed by pecking the On/Off block.

Control Mine

The control mine is controlled by the control block, depending on the direction the arrow is pointing. The control mine is the only thing that can break through the grim blocker.

Grim Blocker

The Grim Blocker is normally found blocking Alfred's path.

Control Block

If Alfred pecks the control block it changes into an arrow. If pecked again the arrow's direction changes in a clockwise or counterclockwise direction depending on which side Alfred is standing on.

The Terrasawus

The Terrasawus buzzes to way through the level. If it touches Alfred then it's goodbye!

THE EVIL MEKA-CHICKENS

They designed and built all the obstacles to try and stop Alfred from ever rescuing Billy and his brothers. Alfred must fight and defeat all of the Meka-Chickens before his mission is complete.

In order for Alfred to defeat a Meka-Chicken he must find their only weak point and dive bomb away!

MR. PEKLES' HINTS AND TIPS

Mr. Pekles' Secret Room

On each level, if you look hard enough, you find a door to my secret room. When inside, if you answer the telephone, I give Alfred a Watering Can!

Pot Of Jam

This special jam pot (strawberry - Alfred's favourite!) lets you fire bombs at the monsters. The bombs can also be used to help find secret blocks, collect bonuses, shoot control blocks, and activate or deactivate On/Off blocks!

Moving Platforms

Some platforms follow paths around the map. You can spot these by the dotted line showing their path!

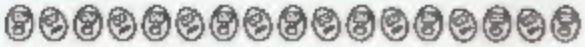
More Secrets

There are loads of secret and hidden parts to your mission. Things that can be triggered by shooting them, invisible springs that appear when landed on, walls that can be walked through, and lots more!

You've read the book, now play the game!

TECHNICAL SUPPORT

For technical support in the **USA:**
Mindscape Inc.
From The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
Fax (415) 883-0367



Limited Warranty

Mindscape, Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape, Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL THE SOFTWARE TOOLWORKS, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape, Inc., 60 Leveroni Court, Novato, CA 94949, or call:

(415) 883-5157

MINDSCAPE
THE SOFTWARE TOOLWORKS
60 Leveroni Court • Novato • CA 94949
(415) 883-3000

PRINTED IN JAPAN